The Intrigues of Bab-el-Assad

Setting up the Battlefield

1) This scenario is intended to be played on a 48?x36? table.

2) The players then define the gaming areas:
The table is split in two, lengthwise.
Deployment areas stretch between the median line and up to 10 inches away from it.

3) The players must place at least 8 scenery elements, according to the following rules:
- Scenery elements cannot be placed less than 3 inches from any table edge or other scenery element.
- The players alternate placing the scenery elements. Randomly determine which player places the first scenery element.

4) The players then place their component tokens, according to the following rules:
- The tokens must be placed on scenery elements, at least 5 inches from any other token.
- The players place 2 tokens on their table half and 2 on their opponent?s table half (alternating between each player and starting with the one who did not start placing the scenery elements).
- Players MUST be able to place all their tokens (if that is not possible, alter the number and position of the scenery elements).

Deployment

Players alternate deploying all the miniatures from one card, starting with the one who has more cards. Their warband includes a card with three shareholders, which are deployed like the rest of the warband. If both players have the same number of cards, the winner of an opposed Spirit roll decides who starts.
No miniature may be deployed in base contact with an enemy miniature.

Victory Conditions

At the end of each turn, Victory Points are accumulated as follows:
- 3 VP for each of the opponent's shareholders intimidated and still in play
- 1 VP per shareholder of the opponent killed during the turn
- 1 VP per allied shareholder not intimidated
That point scale is doubled, as soon as there are only two shareholders in play .

At the end of any turn, a player achieves victory if he or she has 10 VP or more.

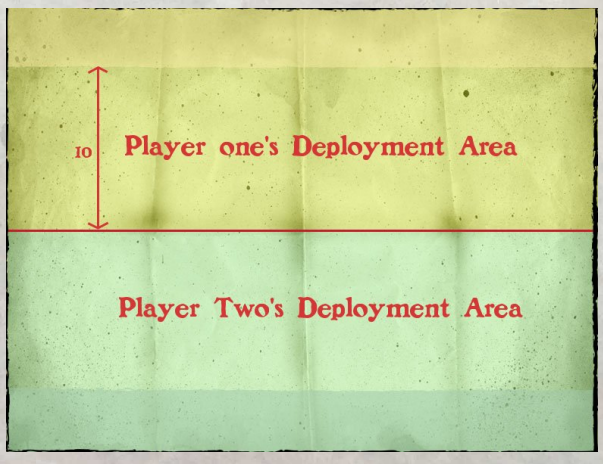
If no player has reached 10 VP within the time allowed, or if both players achieve 10 VP or more in the same turn, or the last shareholder of any player is removed from play, the game is a draw.

Maximum number of VP to win: 16

Special Rules

The Shareholders
The shareholders are miniatures which are considered to be part of the player's faction. They are played like any miniature of the player's warband, even during deployment.
No miniature (including the shareholders) may attempt an action of which the success would result in an allied shareholder's death (including himself). For instance, a shareholder with 1 life point left may not charge a miniature protected by the Avalonian formula Litany of Brambles. It would force the shareholder to play an attack combat card and the success of that attack would result in his death because of the formula.
A shareholder in the Critically Wounded health state may not declare a disengagement action.

Intimidating a shareholder:
Shareholders start the game with the "Not Intimidated" status.

At the end of a turn, a miniature which is "On Watch" and within 3 inches of one of the opponent's shareholders may make an opposed Spirit roll with it. If the former succeeds, the shareholder is "Intimidated". An intimidated shareholder keeps that status for the rest of the game. If a miniature is within 3 inches of several of the opponent's shareholders, the player must decide which shareholder it tries to intimidate.

Wild beasts may not intimidate shareholders but may earn the point for killing a shareholder.